PALM EMULATOR

FREE software for developers…and STUDENTS!

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CONTENTS

PALM EMULATOR INSTALLATION

The Palm Emulator is a program that allows software developers to write programs for PDA's that use the Palm operating system. In order to get the emulator, you must become a member of Palm's developer group. This is free, and requires you to swear an oath of secrecy…that you will not divulge or use secrets of the operating system to the competition.

There are several steps:
1. Join the Palm OS Developer Program
2. Download the Emulator's files
3. Download the ROM files
4. Download the Skins
5. Install the items, 2-4 above

JOIN THE DEVELOPER PROGRAM

You don't have to be a developer to "use" the software, but do have to make the same promises to Palm as you would if you were going to create programs for Palm devices.

To obtain the software, join the Palm OS Developer Program at http://www.palmos.com/dev/programs/pdp/join.html.

DOWNLOAD

You may download the emulator files from http://www.palmos.com/dev/tools/emulator/. Note: you will have to download three components:
1. The emulator program itself
2. The ROM files *(you have to have joined the Developer Program to get these)*
3. The "skins," which I think are just the look of the Palm plastic/metal case

INSTALL and UNZIP
                (note: folder locations are specific to North Nodaway)

1. In the My computer program, create a new folder on your ***c:*** drive inside the ***Program Files*** folder called "***palm***."
2. Make sure you have an unzipping program on your computer (WinZip, for example). If not, get a free one from the Internet, or install WinZip from
g:\public\programs\business programs\winzip\winzip80.exe
3. Go to ***G:\Public\Programs\Business Programs\PalmPilot*** and double click on Palm-emulator.zip to unzip the emulator. Be sure that in the steps of unzipping, you tell it to unzip into the ***c:\Program files\Palm*** folder!

4. Install the emulator program from *c:\Program files\Palm\Emulator.exe*
5. After installing the emulator, go back to *G:\Public\Programs\Business Programs\PalmPilot* and unzip roms.zip. Be sure that in the steps of unzipping, you tell it to unzip into the *c:\Program files\Palm* folder just like you did for the emulator!
6. Install the emulator skins, located in the same directory. Make sure they unzip into the *c:\Program files\Palm* folder just like you did for the emulator!
7. After installing the skins, go to *c:\program files\palm* and change the name of the folder that the skins went into to "Skins" (take the version number off). If the folder with skins is absent, go back and do step 5 over again, and then try to rename the folder to "Skins" again.

OTHER INFORMATION

Other PALM pages that might help you navigate around:

http://www.palmos.com/dev/tools/ The main developer page, with links to the Emulator program and more information.

START THE EMULATOR PROGRAM

1. You will be asked to choose a ROM device (Click "other," and then see the folder created in the *c:\Program Files\Palm* folder for Popular ROM choices). Choose carefully, as several names look like the right ones. Choose *Palm OS 3.5-en-colordbg.rom*. Right now, the 4.0 version that our Palms have is not available, but this is close.
2. If choices are given, choose your Palm Device (Palm III, M500, etc.), Standard English, 16K+, etc.
3. Begin a new session if it's your first time.
   a. After this, you can open your previous session and your information will be remembered as long as you SAVE it before exiting.
4. When the Palm Pilot shows up, you can resize it by right clicking on the skin, choosing settings, skins, and remove the check mark from "double size."
5. Save your palm session by right-clicking on the skin, choosing Save As, and save it to your network drive. In the future, you will open your session from your network drive.

ACTIVITIES

Activities can either be student-generated based upon their research of tutorials, or you might make your own activities. There are probably tutorials on the 'net for new Palm users, just as there are for PC programs. Just do a search and find them!

BASIC ACTIVITIES
- Welcome
- Calculator
- Datebook
- Memo Pad
- To Do List
- Expenses
- Graffiti Writing
- Addresses
- Mail
- Downloading and Installing New Programs (some Palm downloads will not work on the Emulators, but most will)
- Hot Sync (must have real Palms for this one)
- Choosing the right PDA for features and costs

STUDENT-GENERATED ACTIVITIES

The book that comes with a Palm Pilot would make an excellent tutorial, and I'm sure there are tutorials on the 'net as well.

Once students know how to use the basic features, you might challenge them to come up with reinforcement activities (such as: "Write a letter to Santa Claus (on paper) using Graffiti instead of the alphabet as we know it").